How to / Trackmania / Mediatracker / Custom camera

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Chapter 2 : Camera position

While moving around with the "Free Camera" & while playing your clips, you've seen lots of values change quickly and drastically. We will now explain these values in detail.

X / Y / Z

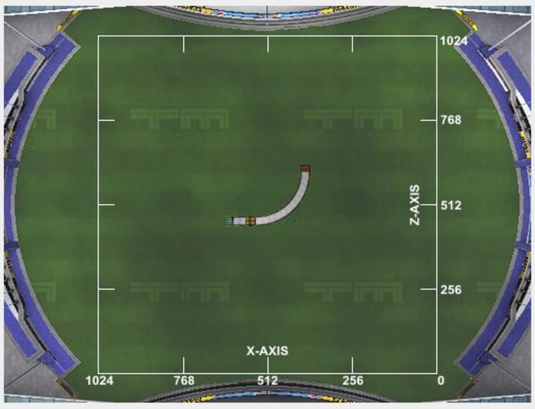
The Values X / Y / Z are responsible for your camera's absolute position in the stadium.

While **X and Z** are responsible for movement along the floor (**horizontal** axis), the **Y** value changes the height of your camera position (**vertical** axis).

Besides using your mouse, you can also fine-tune these values by entering them manually.

This is our little track from above. Here you can see the values of the X and Z axis to get an idea of the scale we're talking about.

Of couse, your camera can move freely, so don't be surprised too much if you see bigger values or even negative values, depending on where your camera is.



Influence of "Anchor" on absolute Camera Position
When an Anchor is set, the camera will move along. This means that the Anchor automatically controls the absolute position of the camera within the Stadium.
The **X/Y/Z** values only describe the **relative position** of the Camera to the Anchor.

Chapter 3 : Camera Orientation

Just because your camera is in a certain position, you still don't know what it's doing there. Besides using your mouse, you can also tune these values by entering them by hand.

Pitch, Yaw, Roll and FOV values are all Degree/Angle values.

Attention! An angle of 0° is not the same as 360° !
360 would mean that the camera makes 1 turn around its axis ! This will show if the Cam moves from frame to frame.

The camera's behaviour, which is required to **look at** something, is called **"Orientation"**.

Pitch

Imagine you're looking through your camera and the camera moves in the direction of the arrows.

In reality, you would be looking up and down.

Yaw

Yaw means turning your (camera) head to the left and to the right.

In *free camera* mode **Yaw:0** causes the camera to look north, along the Z-axis.

Roll

Roll means leaning your head to left and right, while looking straight ahead.

FOV (Field of View / Field of Vision)

The FOV is a **quasi-zoom**, describing "**how much**" the camera can see from it's position, using an angle/degree value for its vision field.

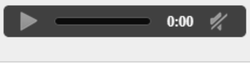
While angles from 30° (narrow view) to 90° (wide view) can be considered as "natural" viewing, values below 30 and above 90 will start to bend angles in an unnatural way, similar to a fish-eye lens.

The mousewheel can control the FOV from 10-100°, all other values must be entered by hand.

Because it's not so easy to handle, people often ask about this setting's details and about a useful application... not knowing, that the FOV has some great potential for creating astonishing camera FX.

Here's a video example, "zooming" into a track from above, from a FOV of 175 to a FOV of 10, moving the camera around a bit.

Looks pretty flashy, eh :)



Influence of "Target" on Camera Behaviour
When a Target is set, the camera will always look at the Target. This means that the Anchor automatically controls the camera's behaviour.

Therefor, any attempt to manipulate "Pitch" or "Yaw" manually has no effect anymore. In addition, "Roll" is disabled in Target camera mode anyway (always at 0°), so only FOV is still useable.

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